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1 Compiler techniques for code compaction

Saumya K. Debray, William Evans, Robert Muth, Bjorn De Sutter

March 2000 **ACM Transactions on Programming Languages and Systems (TOPLAS)**,
Volume 22 Issue 2

Full text available: 📄 pdf(409.20 KB)   Additional Information: full citation, abstract, references, citings, index terms, review

In recent years there has been an increasing trend toward the incorpor ation of computers into a variety of devices where the amount of memory available is limited. This makes it desirable to try to reduce the size of applications where possible. This article explores the use of compiler techniques to accomplish code compaction to yield smaller executables. The main contribution of this article is to show that careful, aggressive, interprocedural optimization, together with procedural abstr ...

Keywords: code compaction, code compression, code size reduction

2 Object and native code thread mobility among heterogeneous computers (includes sources)

B. Steensgaard, E. Jul

December 1995 **ACM SIGOPS Operating Systems Review , Proceedings of the fifteenth ACM symposium on Operating systems principles**, Volume 29 Issue 5

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3 Relocating machine instructions by currying

Norman Ramsey

May 1996 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 1996 conference on Programming language design and implementation**, Volume 31 Issue 5

Full text available: 📄 pdf(1.19 MB)   Additional Information: full citation, abstract, references, citings, index terms

Relocation adjusts machine instructions to account for changes in the locations of the instructions themselves or of external symbols to which they refer. Standard linkers implement a finite set of relocation transformations, suitable for a single architecture. These transformations are enumerated, named, and engraved in a machine-dependent object-file format, and linkers must recognize them by name. These names and their associated

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1 Compiler techniques for code compaction   ◼
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Keywords: code compaction, code compression, code size reduction

2 Specifying representations of machine instructions   ◼
Norman Ramsey, Mary F. Fernández
May 1997 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 19 Issue 3

Full text available: 🗎 pdf(320.62 KB)   Additional Information: full citation, abstract, references, citings, index terms

We present SLED, a specification language for Encoding and Decoding, which describes, abstract, binary, and assembly-language representations of machine instructions. Guided by a SLED specification, the New Jersey Machine-Code Toolkit generates bit-manipulating code for use in applications that process machine code. Programmers can write such applications at an assembly language level of abstraction, and the toolkit enables the applications to recognize and emit the binary representations u ...

Keywords: compiler generation, decoding, encoding, machine code, machine description, object code, relocation

3 Parallel execution of prolog programs: a survey   ◼
Gopal Gupta, Enrico Pontelli, Khayri A.M. Ali, Mats Carlsson, Manuel V. Hermenegildo
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